

CITY OF ROCKVILLE
Department of Recreation and Parks

2012 YOUTH BASKETBALL LEAGUE RULES

I. OBJECTIVES

- A. To offer all Rockville youth participants the opportunity to have meaningful participation as they compete in our organized basketball leagues; use of a selection process or cutting players is prohibited.
- B. To offer these participants the opportunity to learn elementary and advanced basketball skills in a recreational setting.
- C. To convey the Recreation Department's attitude of fair play and good sportsmanship to the participants, coaches, and spectators.
- D. To provide annual training and certification to all coaches, and officials, thus making them aware of their responsibilities to children in sports.
- E. To provide all children the opportunity to play regardless of race, creed, sex, or economic status or ability.
- F. Rockville strongly encourages the participation of women and minorities as volunteer coaches.
- G. Young persons are encouraged to participate as volunteer coaches, however, must be 18 years of age and out of high school to coach without adult supervision.

II. SPORTS PROGRAMS SUPERVISORS

- A. The leagues shall operate under the rules, which will be administered by the Sports Programs Supervisors:
 - Jen Betts - Boys' Basketball
 - Lisa Splaine - Girls' Basketball
 - Jen Betts - Mighty Mites Basketball
- B. Duties of the Sports Programs Supervisors will include:
 - 1. Providing a central file of up-to-date team rosters, parental permission/waiver liability forms, and other necessary team information.
 - 2. Identifying player eligibility boundaries; combining teams or redistributing team members as the need arises.
 - 3. Considering basketball league rule changes.
 - 4. Considering and/or determining team "hardship" cases and initiate measures which address the problem, while serving the best interests of the program.
 - 5. General league administration.
 - 6. Determining player eligibility, investigating protests and initiating appropriate disciplinary action.
 - 7. Providing rulings on age exception requests and mainstreaming disabled participants.

III. GYM DIRECTOR

- A. The Gym Director is employed by the City to supervise the gymnasium and carry out duties and responsibilities assigned by the Sports Programs Supervisor. This person does not coach or represent any team in the league.
- B. Specific duties include, but are not necessarily limited to:
 - 1. Inspects the gym for safe playing conditions.
 - 2. Sees that the rules are adhered to by each team in the gymnasium.
 - 3. Handles disputes that arise.
 - 4. When necessary prepares and submits reports pertaining to player, coach, official, and spectator conduct.

5. Has a prime responsibility for checking and controlling the behavior of spectators, game officials and coaches. If the conduct of an individual(s) prohibits the orderly continuance of a game, the gym director is empowered to take whatever action is advisable and necessary. This may require the removal of a person, or the clearing of the court before the contest is permitted to continue. Further, if the disruption can not be brought under control and the contest safely continued, rather than assess technical fouls, the game will be suspended or forfeits awarded. These actions will be taken only as a last resort.
6. Provides all game equipment.

IV. **PLAYER ELIGIBILITY AND TEAM MEMBERSHIP**

- A. Players are assigned to teams according to their birthdates* and school district.

Girls

Pee Wees	Born Sept. 1, 2001-Dec. 31, 2002
Bantam	Born Sept. 1, 2000-Dec. 31, 2001
Midgets	Born Sept. 1, 1999-Dec. 31, 2000
Juniors	Born Sept. 1, 1998-Dec. 31, 1999
Intermediates	Born Sept. 1, 1997-Dec. 31, 1998
Associates	Born in 1996 and 1997

Boys

Pee Wees	Born Sept. 1, 2001-Dec. 31, 2002
Bantams	Born Sept. 1, 2000-Dec. 31, 2001
Midgets	Born Sept. 1, 1999-Dec. 31, 2000
Juniors	Born Sept. 1, 1998-Dec. 31, 1999
Intermediate	Born Sept. 1, 1997-Dec. 31, 1998
Associates	Born Sept. 1, 1996-Dec. 31, 1997
Seniors	Born Sept. 1, 1995-Dec. 31, 1996

- *Note:
- Children having birthdates during the late calendar year (Sept. 1 through Dec. 31) are requested to play with their grade level.
 - All age divisions are subject to change depending on interest and registrations.
 - Players who participated in the program last year are strongly encouraged to move up with their teams. All new players are encouraged to play in the appropriate division for their birthdate and grade level.
- B. Head coaches knowingly and proven to be using ineligible players, will be suspended indefinitely from city youth sports programs. All games using ineligible players will be forfeited. Coaches should check and verify accuracy of player birth date information.
- C. Players shall be signed officially on the roster of only one (1) team in the league.
- D. The transfer of a player(s) from any team in a league must be submitted in writing to the Sports Programs Supervisor for approval.
1. No transfers will be permitted after a team has played two (2) regular season games.
 2. General grounds for transfer will include:
 - a. Players moving to a new geographic area.
 - b. Requests to play on a newly established or existing team in a player's area, where in the previous year that player had been playing outside his/her area.
 - c. When a player changes schools without moving geographically and wants to play with his classmates. (The transition from elementary school level to secondary school level does not qualify as a change of schools.) The closure of a school and the reassignment of the youth to new schools should not affect a team's unity from the previous year.
- E. Any player who quits (not transferred from) a team or is removed from a team for disciplinary reasons by a coach must miss at least two (2) regular season games. The fact that a player is quitting or is dismissed from a team must be reported to the Sports Programs Supervisor. After the two-game

period, the player may be reassigned by the Sports Programs Supervisor, unless circumstances warrant suspension of the player.

- F. Youth who play on a secondary level school basketball team, including middle school, junior varsity or varsity high school team are eligible to participate in the City recreation league. However, it is recommended that the coach of the school team be verbally apprised the youth has chosen or wishes to participate in both programs.
- G. Players may only be added to a team roster with the specific approval of the Sports Programs Supervisor. Penalty is forfeiture of all games in which the added player participates, as well, as a review of the coach. **Any player(s) added to the roster after the team has played half its regular season games will be considered ineligible for the post-season tournament.**

V. PLAYING RULES

National Federation of State High School Basketball Rules will govern play except as modified by these rules:

- A. **RED-GREEN RULE:** Pertains to all [**Pee Wee, Bantam, Midget and Junior Division teams**] in the league throughout the entire season including playoffs.
 - 1. Before each game, the coach must divide his players into a red team (first quarter team) and a green team (second quarter team) in the official scorebook. Each unit should have five or more different players. **The red team must start the game and all red team players should play equally in the first quarter. The green team must start the second quarter and all green team players should play equally in the second quarter. EXAMPLE:** If a team has twelve players for a team, the coach should divide his team into two teams of six. One team of six will become the red team and the second team of six will become the green team. Five of the red team players will start in the first quarter. The sixth red team player must be substituted in the first quarter; effort should be made to play all red team players equally in the first quarter. Five of the green team players should be substituted during the second quarter so that all green team players play equally in the second quarter.
 - 2. A red team player cannot play on the green unit during the second quarter except as covered below:
 - a. A team must have at least seven (7) players by the start of the second quarter or the game shall be considered a forfeit. **If the game is a forfeiture the game shall be continued from the start of the second quarter with those rostered players in uniform. Officials and staff will continue to perform their jobs as if it were an official game.** If a team has only two (2), three (3), or four (4) players at the beginning of the second quarter for the green team, enough red team players can be added to form a full green team of five (5) players. **The selection of the red team players to play with the green team will be at the option of the opposing coach.** If the opposing coach wishes to select, he/she **must designate two** players from the first quarter team, who now become **ineligible to play** in the second quarter; the remaining players would be available on a free substitution basis. This selection shall be made immediately upon the conclusion of the first quarter.
 - b. In case of INJURY, ILLNESS, OR DISQUALIFICATION, a red team player may be substituted for a green team player in the second quarter if just ten (10) players are present. This situation must arise at that game. The selection of the red team player is made at the option of the opposing coach (See Playing Rules 2a).
 - c. A green team player may replace a red team player at any point during the first quarter, but then he cannot play with the green team during the second quarter. This rule only applies if more than ten (10) players are present. (The coach must retain at least five (5) green team players for the second quarter).
 - 3. If any violation of the above rules occur, the Gym Director needs to be notified immediately so the violation may be rectified. Repeated and/or blatant violations may result in further punitive measures, including suspension of the coach from the team's next league game, or a period of time deemed necessary by the Sports Office.
 - 4. **Every player should experience an equal amount of playing time in the second half, however free substitution is allowed. At the start of the fourth quarter, the Gym**

Director will notify the coach as to which player(s) have not yet played in the second half or experienced a minimal amount of playing time in the third quarter. Coaches are strongly encouraged to give each player as much playing time as possible; the goal should be that all players get an equal amount of playing time.

B. "EQUAL PLAY RULE CONCEPT": INTERMEDIATE THROUGH SENIOR DIVISION

1. All team players in attendance at games and entered in the official scorer's book, must participate in each half, unless the player has a health-related problem or does not regularly attend practices or games (unexcusable absences). Players arriving late in the half or after its completion should participate in the second half according to rule. **Coaches should be tolerant of absences from team practices for church, school, and other family activities.** The Gym Director must be notified prior to the start of the game as to any player(s) who will not be participating.
2. The official scorers and staff have been instructed to notify the Gym Director at the start of the fourth period, (Pee Wee, Bantam, Midget & Junior); or 9 minutes into the halves (Intermediates, Associates and Seniors) as to which youth have not played or have experienced minimal amounts of playing time. Appropriate substitutions should be made to conform to the spirit of the rules.
3. **The "Equal Play Rule Concept" should be adhered to in older age groups, specifically the Intermediate thru Senior Divisions. Every player should experience approximately (6) six minutes of court time in each half.** During the post-season tournament, coaches are only required to play (substitute) the same number of players as the team with the fewest number of players; however, every reasonable effort should be made to play all players equally.
4. Repeated and/or blatant violations of the "equal play rule" may result in the suspension of the coach from either the team's next league game, or for a period of time deemed fair by the Sports Office.

C. STARTING THE GAME

1. At least 15 minutes prior to the scheduled game time, the Gym Director is requested to meet with coaches (representatives) of both teams to confirm the official scorebook with names and numbers of all players who will be attending and playing that day.
2. A team must be able to field five players to start and continue a game. **A team failing to field five (5) players at any time will forfeit the game, and the contest will be suspended.**
3. The game shall start at its scheduled time unless a team has too few players to field a team. In that case, if both teams agree, the clock shall start and a grace period not to exceed 9 minutes (Pee Wees through Juniors); 10 minutes (Intermediates thru Seniors) shall begin. After start of play, if a team has too few players to field a team, the game will be suspended.

D. LENGTH OF GAMES

1. Pee Wee, Bantam, Midget & Junior Divisions: The length of game is 36 minutes - four (4) nine (9) minute quarters.
2. Intermediate through Senior Divisions: Each game will consist of two (2) eighteen (18) minute halves.
3. **RUNNING CLOCK** – The clock will stop on time outs only, (except for the last two minutes of EACH HALF in games that are played in Halves and in the last two minutes of the FOURTH QUARTER of those games played in QUARTERS. The clock will stop on the whistle and will restart when either a missed foul shot touches the rim and is touched by a player from either team or when in-bounded and is touched by a player from either team). However, if the point differential has been reached for a division the clock will only be stopped for time outs.

4. TIME OUTS - There will be (4) four one-minute timeouts per game; two one minute timeouts per half and unused timeouts from the first half do not carry over to the second half.

E. OVERTIME PERIODS

1. Pee Wees and Bantams: In the event of a tie game during the regular season, there will be one three minute overtime period stopping the clock for free throws, team timeouts and official timeouts. If the score is still tied following the overtime, the game shall end as a tie.
2. Midgets through Seniors: In the event of a tie game during regular season, there will be one three minute overtime period, stopping the clock for free throws, team timeouts and official timeouts. If the game is still tied, a second overtime period will be played. If score is still tied, the game shall end in a tie.
3. During the play-offs, in all divisions, there will be three-minute overtime periods until a winner is declared.

F. TIMEOUTS

1. Each team will be given four (4) timeouts per game; two (2) per half. During any overtime period, each team will be granted one additional timeout. Timeouts not used in the second half of the game carried over into overtime periods.
2. Timeouts in excess of the allotted number may be requested and shall be granted during regulation playing time or any overtime period at the expense of a technical foul for each.

G. COACH(ES) BENCH DECORUM (No more than (2) two NYSCA certified coaches on Team Bench).

Coach(es) must remain seated on the bench at all times while the clock is running or is stopped except to:

1. **By state association adoption**, the head coach may be off the bench in front of his or her seat within the confines of the designated coach's box to give instructions to his or her players and/or substitutes;
2. **Confer with bench personnel and players** within the confines of the bench area during a charged timeout or the intermission between quarters and extra periods;
3. **Rise and stand in front of their seat** to signal players to request a time out;
4. **Attend an injured player** when beckoned onto the court by an official;
5. **Replace or remove** a disqualified or injured player within the confines of his or her bench. **Coaches may rise in front of their seats** to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s), but must immediately return to their seat.
6. **The coach shall replace** a disqualified or injured player in 30 seconds when a substitute is available.
PENALTY: (All cases) 2 free throws. In 1-7, the foul is charged to the head coach. If flagrant, the offender shall leave the building.

H. FREE THROW LINE

1. Boys and Girls, Pee Wees: The free throw line shall have its farthest edge thirteen feet from the plane of the face of the backboard.
2. Boys and Girls Bantams: The free throw line shall have its farthest edge fourteen feet from the plane of the face of the backboard.

I. 'ONE AND ONE' OR THE BONUS SITUATION IS A FREE THROW ON THE (7TH) SEVENTH PERSONAL FOUL FOR GAMES PLAYED IN QUARTERS OR HALVES; BONUS FREE THROW BEGINNING WITH THE (10TH) TENTH TEAM FOUL OF EACH HALF WHETHER OR NOT THE 1ST FREE THROW IS SUCCESSFUL.

J. 3 - POINT FIELD GOAL - Applies only to Junior through Senior Divisions.

K. LANE VIOLATIONS

Pee Wees - Bantams: The rule pertaining to three seconds in the lane has been changed to five seconds.

L. FULL COURT PRESS

1. Pee Wee, Bantam & Midget: **With the exception of the last (2) two minutes of the game,** there will be **NO** full court press during the backcourt "throw in"; however, the offensive team must advance the ball to mid-court within ten seconds after the throw in. Backcourt violations will be called. **A full court press will be allowed during the last two minutes of the 4th (fourth) quarter only.**
2. **Pee Wee-Junior** – When a team is ahead 12 or more points anytime during the game, teams will not be allowed to press in the back-court and the ball must pass three feet beyond mid- court before defense can be played. (This includes a throw-in, turnover or missed basket.
INTERMEDIATE-SENIOR – Same rule applies, however, a team must be ahead by 15 or more points.

Penalty – One team warning; Personal fouls will then be assessed on violating player judged pressing. All fouls will be treated as team fouls.

M. PROTESTS

Will be accepted by the Sports Programs Supervisors as to player eligibility only. Teams using ineligible players may forfeit games. **COACHES SHALL BE RESPONSIBLE FOR THE ELIGIBILITY OF THEIR PLAYERS.**

N. GAME BALLS

- | | | |
|----|----------------------------|----------------------------|
| 1. | Boys, Pee Wee thru Midget: | B1285 Wilson or equivalent |
| 2. | Boys, Junior thru Senior: | B1200 Wilson or equivalent |
| 3. | Girls, All Divisions: | B1285 Wilson or equivalent |

O. NO DUNKING, or Intentionally Grabbing the Rim or Net (Before, during or after the games)

No dunking or intentionally grabbing the rim or net are allowed in the City of Rockville program, or in Montgomery County Public School gyms. **A minimum of a 1 game suspension for this violation.**

VI. GENERAL LEAGUE ADMINISTRATION

A. TEAM ROSTER AND FEES

1. Each coach must submit a department issued team roster (including players' names, addresses, telephone numbers, birthdates, and uniform numbers); and any late registration fees to the Sports Programs Supervisor. The registration fee is \$77.00 per City resident; \$87.00 per non-resident. ***Boys Intermediate, Associates & Seniors: Residents \$80.00 Non Residents \$90.00.**
2. Teams should have team rosters, agreement of participate/ release forms, and any late registration fees submitted to the Recreation Department **by December 29th or earlier.** Registration fees/permission slips and team rosters can be processed in person on weekdays, excluding holidays, between 8:30 a.m. and 4:30 p.m. at Rockville City Hall, 111 Maryland Avenue, Rockville, Maryland.
3. Teams with outstanding paperwork will not be scheduled for games or receive team uniforms until the items are received in the Sports Office.

B. FINANCIAL ASSISTANCE

Financial assistance for the basketball program is available through the Rockville Recreation Fund. The scholarship will subsidize the resident fee for a youth participant with certain limitations. "Youth" is considered anyone 17 years old or younger, or anyone still a student in high school.

Also, must be a City of Rockville resident. A participant must pay \$15 towards the registration fee; the scholarship will cover the balance of the fee. The participant must apply for scholarships at the time of registration.

Documents Needed for Financial Assistance:

Participants must provide verification of any of the following:

Award letter from Maryland Dept. Of Human /Resources Montgomery Co. Dept. of Social Services verifying eligibility for Temporary Cash Assistance (TCA), Food Stamps, Medical Assistance and/or Transitional Emergency and Housing Assistance (TEMHA). The letter must indicate eligibility period and names of household members receiving benefits. (We do not accept Medicaid Card, FARM cards or Care for Kids).

Proof participant resides in a shelter; Letter from shelter dated within a month of application and, if applicable, listing dependents living at shelter.

Proof of Rental Assistant – Public Housing, HUD Section 8 Housing, HOC (MPDU not accepted for applicants purchasing a home). This must be a current document from the agency providing assistance which names the eligible tenants.

Supplemental Security Income – Document must be dated within one of application.

C. UNIFORMS

1. Players will be required to wear shirts furnished by the City of Rockville; also required are gym shorts or basketball pants. Players may not wear sweat pants while on the court but are encouraged to have them while on the bench. Shorts with pockets are discouraged, but not restricted. Jeans and bathing suits are not acceptable.
2. Players will not be allowed to wear jewelry of any kind during games. Taping of earrings, etc. is not acceptable.
3. Players are discouraged from wearing tights or undergarments that extend below the uniform shorts.
4. Logo/Trademark Size see **NFHS Rule 3 Sec 6.**

SPECIAL NOTE: As noted in B 1, the City will furnish, as part of the registration fee, basketball shirts to all teams. Sponsors are encouraged and given the opportunity to display their name on the back of the shirts; however, this added cost will be the responsibility of the team.

D. TEAM PARENT MEETING

Teams are strongly encouraged to have a minimum of one team/parents meeting during the season. It should be communicated that parents need to demonstrate the positive benefits of youth sports experience by attending games, practices, or team social events; or by taking the time to volunteer or assist in the various team role positions.

E. SPONSORS

Sponsors are strongly encouraged and will be accepted from service clubs, business establishments, citizen associations and qualified individuals. (No liquor dealers, beer establishments, or cigarette advertisers will be sponsors).

F. INCLEMENT WEATHER POLICY

1. In case of inclement weather on the day of a game, we will attempt to place a pre-recorded message on 240-314-5055, concerning the status of play. All decisions will be made by 8:00 a.m. on Saturdays, and 10:00 a.m. on Sundays.

2. The ICB and MCPS determine whether or not to close facilities on weekends. If they decide to close facilities, **NO** activities, including youth basketball, will be permitted. A decision regarding closings will be made by 7:30 a.m. Call 240-777-2710.
3. School closings on a Saturday do not necessarily affect school operations on Sunday. Listen for information on a daily basis.

G. FACILITY RULES

1. No smoking or drinking (includes alcoholic and non-alcoholic beverages) is allowed in Montgomery County Public School facilities. Teams reported as violating this policy will be reprimanded and risk punitive measures. We must maintain good relations with the schools or we may lose the use of their facility.
2. Coaches, players, spectators, etc. are not to bring their personal basketballs to the game, as they will not be allowed in the gymnasium.

VII. RULES OF CONDUCT

A. PLAYER CONDUCT

1. Players are expected to exhibit good conduct and sportsmanship before, during, and after games and practices. Unsportsmanlike fouls include, but are not limited to:
 - a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment;
 - b. Using profanity;
 - c. Baiting an opponent or obstructing his vision by waving hands near his eyes;
 - d. Climbing on a teammate to secure greater height to handle the ball;
 - e. Knowingly attempting a free throw to which the player was not entitled.
2. A player who commits a flagrant foul as defined by Federation Basketball Rules is disqualified and, based on the reports of the Gym Director and game officials, may be suspended from the team's next league game, or for a period of time deemed fair by the league.
 - a. A flagrant foul may be personal or technical. It may be unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeing, running under a player who is in the air, or crouching or hiping in a manner which might cause severe injury to the opponent. If it is a non-contact foul, it involves extreme, some-times persistent, vulgar, and abusive conduct.
3. A player who has accumulated two (2) technical fouls as the result of actions prohibited by Federation Basketball Rules or these Bylaws will be disqualified from the game and banished from the vicinity of the bench. Depending on the severity of the actions which lead to the disqualification, and based on the reports of the Gym Director and game officials, the player may be suspended from the team's next league game, or for a period of time deemed fair by the league.

B. COACHES' CONDUCT (No more than (2) two NYSCA certified coaches on Team Bench).

1. **It is the responsibility of the coach to control his own behavior and that of his assistant(s) and spectators. No coach or spectator shall enter onto the court without the referee's permission.**
2. Coaches are expected to exhibit good conduct and sportsman-ship before, during, and after games and practices. Unsportsmanlike fouls include, but are not limited to:
 - a. Disrespectfully addressing an official;
 - b. Attempting to influence and official's decision;
 - c. Using profanity;
 - d. Disrespectfully addressing or baiting an opponent;
 - e. Objecting to an official's decision by rising from the bench or using gestures;

- f. Inciting undesirable crowd reactions.
- 3. A coach who commits a flagrant foul, as defined by the Federation Basketball Rules is disqualified and, based on the reports of the Gym Director and game officials may be suspended from the team's next league game, or for a period of time deemed fair by the league.
 - a. A flagrant foul may be technical. It may be unsportsmanlike and may or may not be intentional. If it is a non-contact foul, it involves extreme, sometimes persistent, vulgar, abusive conduct.
- 4. The (3rd) third technical foul or the (2nd) second technical foul charged directly to the head coach or a single flagrant foul results in disqualification and ejection outside the building. Depending on the severity of the actions which lead to the disqualification, and based on the reports of the Gym Director and game officials, the coach may be suspended from the team's next league game or for a period of time deemed fair by the league.

C. SPECTATOR CONDUCT

- 1. **Parents or guardians of each participant are requested to read and sign a "parents' code of ethics" which has been developed and prepared by the National Youth Sports Coaches Association. Coaches will keep these forms with their team records.**
- 2. No person connected with a team in any capacity, including team followers (spectators) shall taunt, bait, insult or threaten an opponent or game official by language or gesture that is deemed profane, threatening, discriminatory or in bad taste. **PENALTY:** Warning to coach or coaches, by Gym Director. If repeated and/or flagrant, game will be stopped and offender(s) will forfeit game. Coaches are responsible for the conduct and actions of their team followers.

NOTE: At gyms where spectators are unchecked, resulting in the excessive abuse or assault upon officials, opponents, etc., the City of Rockville Recreation and Parks Department reserves the right to refuse service to those teams until definite assurances of the discontinuance of these practices are given by the team's coach or representative.

D. EJECTIONS/SUSPENSIONS

- 1. If a player or coach is disqualified a second time during the season, he shall be suspended for the remainder of the season, or longer if deemed fair by the league.
- 2. A player who does not serve his suspension shall be denied participation in the league for a period of not less than one year and his team shall forfeit all games in which he participated.
- 3. A coach who knowingly uses a suspended or ineligible player shall forfeit his coaching position, and the team shall forfeit all games in which the player participated.

E. **Players, Coaches & Spectators (conduct towards officials)**

Before, during or after a game, anyone who strikes, shoves, pushes, bumps or otherwise molests, harasses, or threatens an official shall be suspended for at least 1 year from the date of the incident.

VIII. DRUG AND ALCOHOL FREE ENVIRONMENT

- A. The use of alcohol and illegal substances by coaches, parents (spectators), staff or game officials is prohibited at all youth basketball games and practices. The use of tobacco at any team function is strongly discouraged and use is prohibited in the gymnasium during games.
- B. Coaches and players in violation of the substance use prohibition will be subject as follows:
 - 1. 1st Offense: Coach and player or parent will be suspended for 2 games and all practices in between.
 - 2. 2nd Offense: Suspension of remainder of season.